Murray Parks and Recreation

2013 Coed 1-2 Grade Jr. Jazz Basketball Schedule **Red Division**Hillcrest Jr. High 126 East 5300 South

Saturday, January 5, 2013

9:00 AM	Bobcats	VS	Bulls
10:00 AM	Celtics	VS	Kings
11:00 AM	Clippers	VS	Jazz
12:00 PM	Hawks	VS	Heat

Saturday, January 12, 2013

1:00 PM	Celtics	VS	Clipper
2:00 PM	Bobcats	VS	Jazz
3:00 PM	Kings	VS	Heat
4:00 PM	Bulls	VS	Hawks

Saturday, January 19, 2013

9:00 AM	Heat	VS	Bulls
10:00 AM	Jazz	VS	Kings
11:00 AM	Clippers	VS	Bobcats
12:00 PM	Hawks	VS	Celtics

Saturday, January 26, 2013

1:00 PM	Jazz	VS	Hawks
2:00 PM	Kings	VS	Clippers
3:00 PM	Bulls	VS	Celtics
4:00 PM	Heat	VS	Bobcats

Saturday, February 2, 2013

9:00 AM	Bobcats	VS	Celtics
10:00 AM	Clippers	VS	Bulls
11:00 AM	Hawks	VS	Kings
12:00 PM	Heat	VS	Jazz

Saturday, February 9, 2013

1:00 PM	Clippers	VS	Hawks
2:00 PM	Kings	VS	Bobcats
3:00 PM	Bulls	VS	Jazz
4:00 PM	Celtics	VS	Heat

Saturday, February 16, 2013

9:00 AM	Jazz	VS	Celtics
10:00 AM	Kings	VS	Bulls
11:00 AM	Bobcats	VS	Hawks
12:00 PM	Heat	VS	Clippers

Saturday, February 23, 2013

1:00 PM	Bobcats	VS	Bulls
2:00 PM	Celtics	VS	Kings
3:00 PM	Clippers	VS	Jazz
4:00 PM	Hawks	VS	Heat

1st-2nd Grade League Rules

- 1. Official game time will consist of four, six minute quarters. The clock will stop on foul shots, time-outs, substitution breaks and every whistle during the last minute of each quarter.
- 2. Each team receives two time-outs per half, non-cumulative.
- 3. If there is a 20 point spread in the score the score board will be blanked out. Score will be kept at the table for the remainder of the game.
- 4. Foul shots will be taken from the 10' mark.
- 5. There will be no 3 second in key violations.
- 6. Substitution breaks will occur every 3 minutes. All players on the bench must substitute in. This rule is to ensure that every player plays at least 1/2 of each game. Coaches may freely substitute for players with three or more fouls. Every player must sit at least four minutes per half or at least four minutes per game if they only have six players.
- 7. Players receiving a technical foul must sit for 6 minutes. If the technical occurs at the end of a game, the technical will roll over to the next game the player attends. If any player receives two technical fouls in one game they will be ejected from the game.
- 8. Man-to-man defense must be used. The defensive player must be within arms distance of his/her player at all times. Back court pressure is not allowed. Teams may begin man-to-man defense at half court.
- 9. Each team will be given one warning per game for playing an illegal defense. The next violation will result in one technical free throw plus possession of the ball.
- 10. Stalling and isolation plays are not permitted. If these techniques are used the other team will be awarded the ball.
- 11. Help defense is allowed if the ball is penetrating the key. Double teaming the ball is not permitted.
- 12. Colored wrist bands must be worn by all players in the game. This is used for a learning tool only. Same color wrist bands will guard each other. Any player that hides his/her wrist band will be given a warning, second violation will result in a technical and free throw will be awarded to the opposing team along with the possession of the ball.
- 13. Standings will not be kept.
- 14. The team listed second will wear the dark color of the reversible jersey.
- 15. All other high school rules will be enforced unless otherwise mentioned.

